

GAME BOY ADVANCE

# Broken Sword

THE SHADOW OF THE TEMPLARS

INSTRUCTION BOOKLET

AGB-ABJE-USA

bam!  
entertainment

**WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

## **⚠ WARNING - Seizures**

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**  
**Altered vision**

**Eye or muscle twitching**  
**Involuntary movements**

**Loss of awareness**  
**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

## **WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



**TEEN**  
**MILD VIOLENCE**  
**SUGGESTIVE THEMES**

For more information on this product's rating,  
call 1-800-771-3772 or visit <http://www.esrb.org>

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**THIS GAME PAK WILL WORK ONLY WITH THE  
GAME BOY® ADVANCE VIDEO GAME SYSTEM.**

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## GETTING STARTED:

1. TURN OFF the power switch on your nintendo® game boy® advance. NEVER INSERT OR REMOVE A GAME PAK WHEN THE POWER IS ON.
2. INSERT THE BROKEN SWORD: THE SHADOW OF THE TEMPLARS GAME PAK INTO THE SLOT ON THE GAME BOY ADVANCE. TO LOCK THE GAME PAK IN PLACE, PRESS FIRMLY.
3. TURN ON THE POWER SWITCH. THE LANGUAGE SELECT SCREEN WILL APPEAR (IF THIS DOES NOT HAPPEN, BEGIN AGAIN AT STEP 1).
4. CHOOSE YOUR DESIRED LANGUAGE AND PRESS A BUTTON TO PROCEED TO THE MAIN MENU.

## CONTROLS:



## **MENU NAVIGATION**

### **BUTTON**

**control pad**

**A button**

**B button**

### **ACTION**

**highlight menu selections**

**confirm selection**

**return to previous menu**

## **GAME CONTROLS**

### **BUTTON**

**control pad**

**A button**

**B button**

**R button**

**L button**

**START**

### **ACTION**

**character movement —  
forwards/backwards/diagonal  
cycle inventory items**

**object interaction  
speed conversation text  
select inventory item**

**object examination**

**vista menu**

**cycle vista menu right**

**open / close inventory menu  
cycle vista menu left**

**pause the game**

## PROLOGUE:

mystical secrets from medieval times, assassins dressed as clowns and beautiful photographers are only the first pieces in a jigsaw puzzle which will transport you and your on-screen partner from the streets of paris to the farthest corners of europe and beyond, into the legend of the ancient knights templar. this is a story of an american abroad who - by a single twist of fate - is given the opportunity to turn from tourist to detective, and becomes the one person who can thwart the devilish plans of a band of megalomaniac fascists. and who knows, he may even get the girl in the process.

as the game opens we witness the fateful events, which will transform young californian george stobbaert from a regular guy on vacation into the main protagonist in the story of broken sword. sipping his coffee as he sits outside a café in paris, george can't help but feel that the french are treating him with a certain amount of disdain. his attempts to woo the café's waitress are cut short by the arrival of another customer - a distinguished gentleman attired in hat and overcoat, and carrying a briefcase.

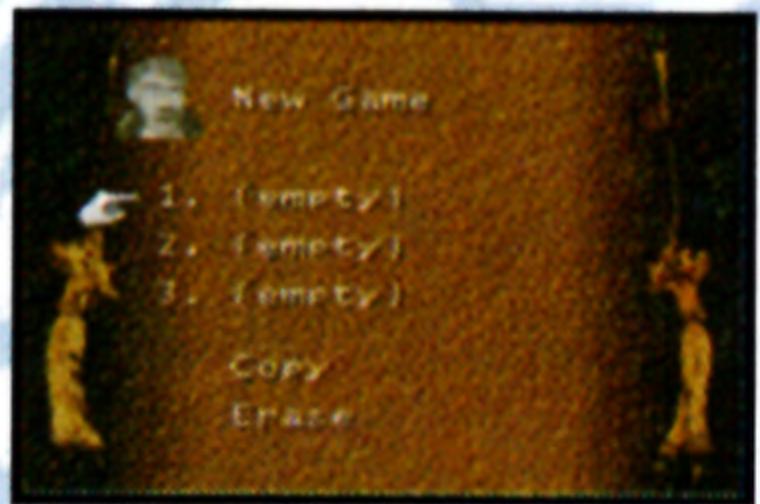
any disappointment is soon forgotten as the bizarre antics of an accordion-playing clown catch george's eye. waltzing around amidst a barrage of balloons, the clown disappears inside the café. the clown reappears moments later and george notices that he's no longer carrying the accordion. instead, our hero sees the other customer's briefcase in the clutches of this greasepaint-covered madman. before he can even attempt to make sense of what is happening a huge explosion blasts the front of the café clean away and envelops george in flames. thrown into the air, george tangles

with one of the café umbrellas, which miraculously shields him from the worst of the blow. He crawls from under the umbrella, dazed and confused by the explosion, concerned for the safety of the waitress, and anxious to find out just what connects the man in the overcoat, the malevolent clown, the briefcase, and one almighty bomb blast. Never in his most fevered imaginings could George predict the dark events to follow. And only with your help will he ever succeed in unraveling the mysteries of broken sword.

## MAIN MENU:

Once you have chosen your language, press **A BUTTON** to enter the main menu. You are now presented with two choices: **PLAY** and **OPTIONS**.

## NEW GAME MENU:



Move the hand to highlight **PLAY**, press the **A BUTTON** to select. The next screen shows available 'save game' slots. Unused slots will be marked as empty, those used will be named. To select a slot move the hand pointer to a slot and press the **A BUTTON**. Selecting a previously saved game will jump you to the point at which the game was saved. Choosing an empty slot takes you to a screen where you can enter your name. Pressing **SELECT** can access further alphabet characters. Enter your name and choose **OK** (or **CANCEL** if you wish to return to the **PLAY** screen without entering your name).

After choosing a name you will be returned to the **PLAY** screen with the name you entered in the slot you chose. If you made a mistake you can choose to erase this

name and start again. If you are happy with your entry, confirm it by pressing **A BUTTON** and the game will start. There are also copy and erase functions on this screen. The copy function allows you to copy an existing saved game. The erase function allows you to erase a previously saved game.

## OPTIONS:



Move the hand to highlight **OPTIONS**, press the **A BUTTON** to select.

- Turn the audio on or off.
- Test the music and sound effects.
- Change the language if you wish.
- View the credits.

pressing **B BUTTON** exits from this screen and returns to the menu screen.

## SAVING THE GAME:

You can save the game virtually anywhere. You cannot save when the characters are in the middle of a conversation or when your inventory is open. In order to save in this case you will either have to finish the conversation or exit the conversation using the green arrow.

To save, press **START**, pausing the game. This will give you three choices – **PLAY**, **SAVE** and **OPTIONS**. Choosing **SAVE** will save your current position to your chosen slot and then return you to the game. Choosing **OPTIONS** will give you the choices outlined previous and **PLAY** will return you to the game.

## LOADING A SAVED GAME:

previously saved game can either be loaded from the **NEW GAME** menu when you first switch on or after performing a game reset by pressing **start**, **select**, **A BUTTON** and **B BUTTON** at the same time.

## PLAYING THE GAME:

### MOVEMENT:

control pad - george moves:

forward/backward  
left/right  
diagonally

### INTERACTION:



when george is near to an object that he can interact with, an icon will appear over the object. to interact directly with the object, press **A BUTTON**. to examine the object first, press **B BUTTON**.

## CONVERSATIONS:



During his adventure George will encounter many weird and wonderful characters - some helpful, others indifferent, and a few potentially deadly. Interacting with another character will trigger a conversation. Lines of text for each character will be displayed in a box at the top of the screen. Press **A BUTTON** to progress the conversation.

Icons will represent the subjects you can talk about. scroll left and right, as indicated by the arrows, to bring up icons not currently visible. To choose the visible icon as the subject to discuss, press **A BUTTON**.

Note that the range of possible subjects will be dictated by knowledge already gained by chatting with other characters, witnessing other events, or visiting certain locations. Once you've discovered something new, having another chat with a character may give new things to talk about.

Occasionally, George may be asked a question. In this case thumbs up and thumbs down icons will appear in the topic bar. To reply yes, choose the thumbs up icon. To give an answer of no, choose the thumbs down icon.

Conversations can be exited by selecting the green exit icon.

## VISTA MENU:



pressing **R BUTTON** will highlight one of the objects in the current location even if george is not standing near that object. you are then able to highlight each object in turn by pressing either **L BUTTON** or **R BUTTON**. you can then examine the objects from a distance using **B BUTTON**. press **A BUTTON** to take control of your character once more.

## INVENTORY:



to bring up the inventory press **L BUTTON**. the inventory will appear as a single inventory icon flanked by left and right arrows at the bottom of the screen.

pressing **L BUTTON** again closes down the inventory. the control pad can be used to move the icons left or right to bring other inventory items into view.

press **A BUTTON** to select the current inventory object. if a background object is highlighted, george will attempt to use the inventory object on the background object. if the inventory object can be used on the background object then animation will play or lines of dialogue will appear, otherwise george will shrug.

it is possible to organize the inventory by changing the position of the icons. find the icon you would like to re-position, press **UP** on the control pad, move the remainder of the inventory to the position you want to move the icon to and then press **DOWN** on the control pad. the icon will now be in its new position.

## EXAMINING YOUR INVENTORY ITEMS:

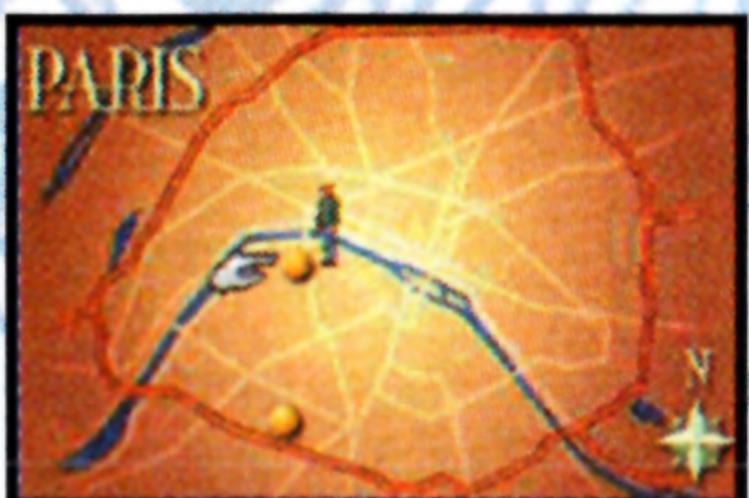
The items in your inventory can be examined. To do this, bring up the inventory by pressing **L BUTTON**, move the icon into view and then press **B BUTTON**.

## COMBINING YOUR INVENTORY ITEMS:



Certain inventory items must be combined to create a new object in order to solve certain puzzles. Bring the first of the icons into view and press **UP** on the control pad. Now move the remainder of the icons along until the second one is below the first. Items can only be combined if both of the icons oscillate together. Press **A BUTTON** to combine them. The new item can now be used in the normal manner.

## MAP SCREENS:



Certain exits from locations will take George onto a map screen. Places to visit will be represented by yellow markers. George can be moved about the map using the control pad. When George is near a location marker a hand pointer will appear. Press **B BUTTON** to view the place name. Press **A BUTTON** to visit that location.

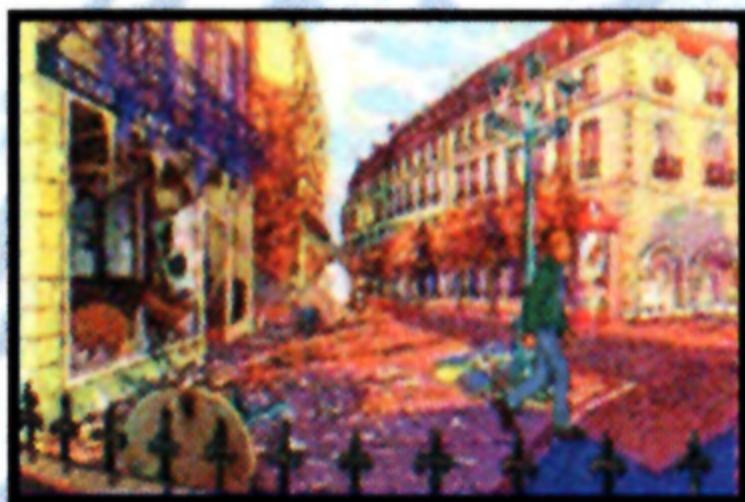
Note that as you progress further into the game, more destinations may become available.

## MAKING PHONE CALLS:

As George continues with his amateur sleuthing, he may accumulate phone numbers by various means. To make a phone call George must find a phone and interact with it. Icons will appear that will represent the people he can call. A phone conversation runs in a similar manner to a normal conversation.

## THE ADVENTURE BEGINS:

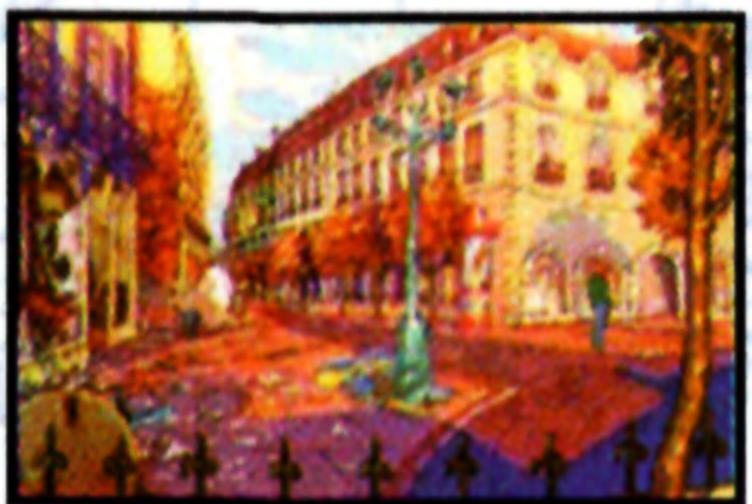
The following tutorial is recommended for beginners only. If you'd rather embark on Broken Sword without the least bit of prompting, then skip over to the 'General Hints'. However, the following steps represent only a tiny fraction of what's in store.



1. Once the opening sequence has completed, press A button to scroll through text on screen. All conversations are controlled through the pressing of A button so that the pace fits your reading speed.



2. Move George over to the left of the screen until the magnifying glass icon appears over the broken window. Press B button to examine the window. Press A button to scroll the text. When the magnifying glass icon is still visible press A button and a different line of text will appear. Normally pressing A button will trigger an action but in this case George won't interact with the broken glass.



3. walk george over to the right of this first screen and head towards the alley. the screen will change automatically - some exits do this; some will need to be interacted with.



4. walk over to the drainpipe until an icon appears over it. examine it with the b button. use a button to interact and george will try to climb it. examine the pipe once more.



5. to check the entire alley, walk george to the middle. press b button and this will highlight one of the objects with an icon. pressing either b button or l button will cycle around the objects in this location. highlighted objects can be examined using the b button. interact will not work in this mode, (examining something or pressing a button will clear this mode).



6. Inspect all of the bins in the alleyway.



7. Move George over to the manhole and interact. George requires some kind of lever to open the cover. Return back to the main street.



8. Move George to the lamppost, where the newspaper is ledged. When the pick up icon appears press a button to interact.



9. walk over to the doorway of the café and george will enter automatically.



10. walk over to the waitress and interact by pressing a button - a conversation will start.



11. questions may be asked during the conversation. choose thumbs up to answer yes, thumbs down to answer no to her questions. make your choice by pressing a button. only one icon is visible at any time so to reach other choices you will have to scroll using the control pad.



12. eventually you can ask specific topics. the faces of the old man and the clown will appear in the conversation menu, along with a green arrow. choose an image to talk about that subject, or the green arrow to end the conversation. it's sometimes possible to ask about the same subject again, and that new topics are sometimes added during the course of a conversation. examine the dead body and then direct george back to the street.



13. move george to the rear of the screen and he will exit the scene and reappear by the workman.



14. before you get a chance to speak to the workman the police arrive on the scene. back to the café for questioning.



15. INSPECTOR ROSSO WILL DO MOST OF THE TALKING. WHEN HE ASKS YOU A QUESTION, A TOPIC BAR WILL APPEAR. THIS WILL CONTAIN EITHER, A THUMBS-DOWN AND A THUMBS-UP ICON, OR THE FORMER TOGETHER WITH A PICTURE OF THE CLOWN. TO ANSWER NO, CHOOSE THE THUMBS DOWN ICON. OTHERWISE CHOOSE THE OTHER DISPLAYED ICON.



16. ONCE BACK OUTSIDE THE CAFÉ MOVE GEORGE NEAR TO THE PHOTOGRAPHER AND INTERACT WITH HER. THE GIRL WILL REVEAL SOME VERY USEFUL INFORMATION. AGAIN A TOPIC BAR WILL APPEAR AT KEY POINTS IN THE CONVERSATION. WHEN YOU GET THE CHANCE, CHOOSE EACH TOPIC TO TALK ABOUT THEM. ASK ENOUGH QUESTIONS TO RECEIVE HER TELEPHONE NUMBER.

CHOOSE THE GREEN ARROW ICON TO EXIT THE CONVERSATION.



17. RETURN TO THE WORKMAN. SHOW HIM THE NEWSPAPER. TO DO THIS MOVE OVER TO HIM AND THEN PRESS L BUTTON - AN INVENTORY BAR WILL APPEAR, DISPLAYING ALL THE OBJECTS THAT GEORGE IS CURRENTLY HOLDING. CHOOSE THE IMAGE OF THE NEWSPAPER, PRESS A BUTTON.



18. interact with the workman's toolbox to find a helpful t-box.



19. return to the alley and walk george over to the manhole so that the interact icon appears. press l button to bring up the inventory bar, choose the manhole cover tool.

## GENERAL HINTS:

If this is your first adventure, or you're making slow progress in *broken sword*'s world of intrigue, remember these elementary rules.

- **Look closely at everything:** clues are often staring you in the face, so make sure you fully survey every scene, and remember to examine all the objects you come by on your journey. Also be sure to check for all possible exits from a location.
- **Be talkative:** a good detective leaves no thread of conversation unexplored. Grill everybody you meet about every possible subject. If it's possible to continue talking about a previously discussed subject then do so - it's amazing what vital information can be gleaned by persistent questioning.
- **Explore all avenues:** sometimes the most innocent objects can be essential to success. Don't be afraid to try using an object in an unlikely situation. The problems and puzzles you'll face in *broken sword* are very logical, but when the old grey matter doesn't yield results, experiment.
- **Save your game regularly:** if one thing is certain it's that our hero is about to get into all kinds of dangerous situations. Regularly saving your position means you won't have to retrace every step of the adventure.
- **Keep notes:** the tale told in *broken sword* spans several countries and features countless personalities. Be sure to make notes of crucial information and clues for later reference.
- **Use the Vista menu to search:** the Vista menu can be used to search for objects that may be of significance and highlight "hot spots" with which you can interact. And... don't cross the road until the little man shows green.

## **CREDITS:**

### **REVOLUTION SOFTWARE, LTD**

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**joe booth**

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## NOTES

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